

SOFTBALL SCOREKEEPING BASICS

Team	TEAM	(H)	vs	TEAM	Softball America	Date	9-17-07	Field	QUARRY	Game #	3													
1	PLAYER	POS	1	1B	2B	3B	4B	5B	6B	7B	9	10	AB	R	1B	2B	3B	HR	RBI	BB	SA	PO	A	E
1	BATTER #1	3	◆	IB	◆	◆	◆	◆	◆	◆	◆	◆												
2	#2	4	◆	IB	F1	◆	◆	◆	◆	◆	◆	◆												
3	#3	7	◆	BO	b.v	◆	◆	◆	◆	◆	◆	◆												
4	#4	8	◆	BB	◆	◆	◆	◆	◆	◆	◆	◆												
5	#5	1	◆	F1	◆	◆	◆	◆	◆	◆	◆	◆												
6	#6	9	◆	BB	◆	◆	◆	◆	◆	◆	◆	◆												
7	#7	6	◆	HR	◆	◆	◆	◆	◆	◆	◆	◆												
8	#8	5	◆	3B	◆	◆	◆	◆	◆	◆	◆	◆												
9	#9	2	◆	IB	◆	◆	◆	◆	◆	◆	◆	◆												
10			◆		◆	◆	◆	◆	◆	◆	◆	◆												
11			◆		◆	◆	◆	◆	◆	◆	◆	◆												
12			◆		◆	◆	◆	◆	◆	◆	◆	◆												
13			◆		◆	◆	◆	◆	◆	◆	◆	◆												
14			◆		◆	◆	◆	◆	◆	◆	◆	◆												
15			◆		◆	◆	◆	◆	◆	◆	◆	◆												
			→		7	7																		
												Scored by: SCORER'S NAME												

THINGS TO KNOW BEFORE THE BOOK...

- Fielding position numbers
- Difference between error and hit
- Why is batting order important
- What is "home team" and how to determine who is home team
- Rules of SSBL pertaining to scorekeeping/play of game

POSITION NUMBERS OF FIELDERS

Position by numbers:

Pitcher – 1

Catcher – 2

First Base – 3

Second Base – 4

Third Base – 5

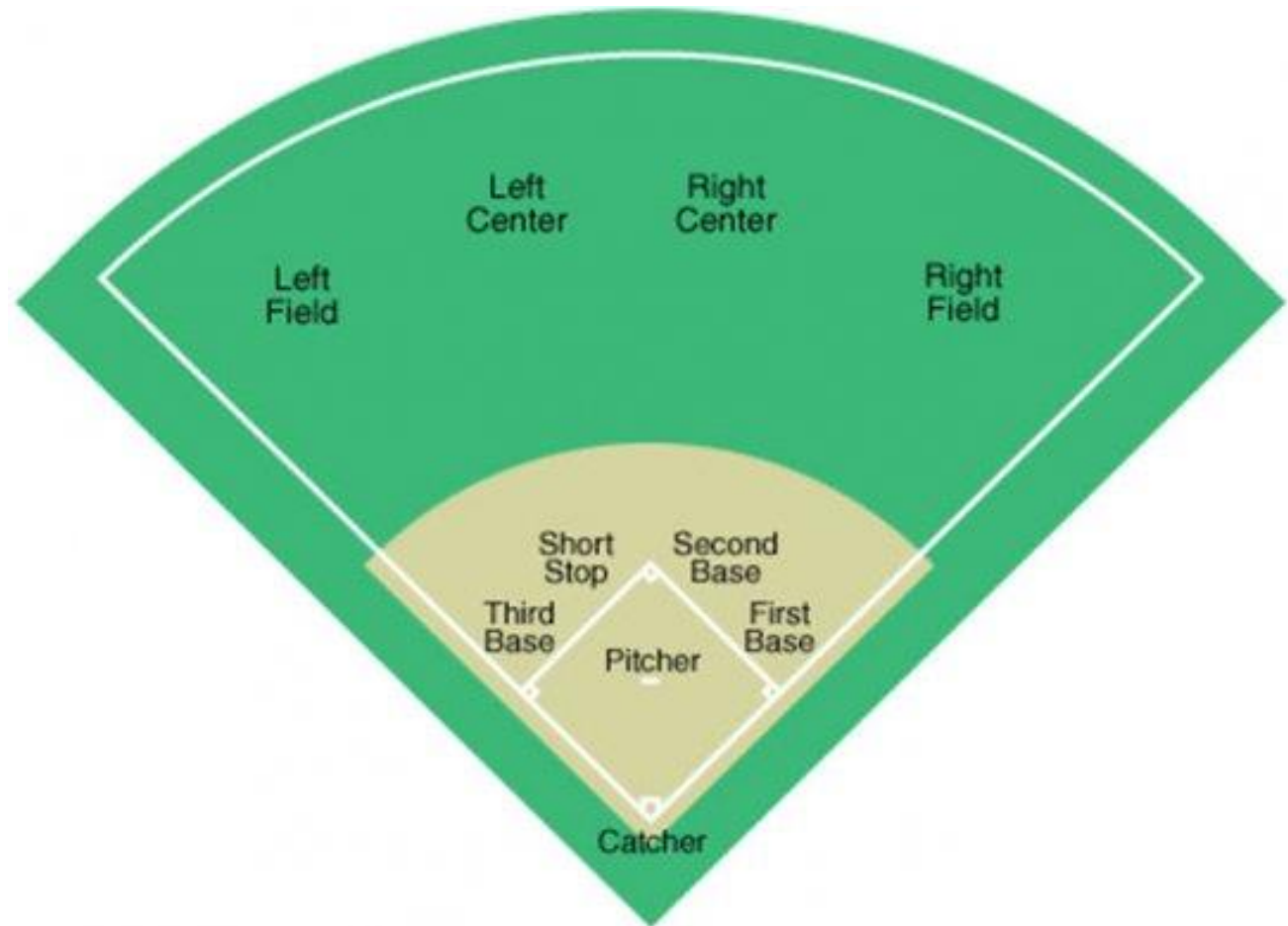
Short Stop – 6

Left Field – 7

Left-Center Field – 8

Right-Center Field – 9

Right Field - 10



DIFFERENCE BETWEEN HIT AND ERROR

- A hit is when the batter hits the ball in fair territory and reaches the first base successfully without a play being made by the defense.
- An error is when the batter hits the ball in fair territory and reaches the first base successfully with an unsuccessful play being made by the defense.
- To the scorekeeper, these are marked differently in the book.
- A hit increases the "batting average" of the player
- An error does not increase the batting average of the player*

- * Our league uses a "modified batting average" or MBA for ratings

WHY IS BATTING ORDER IMPORTANT?

- Helps keep the teams honest
- Allows each team to make sure everyone bats before recycling the lineup
- In certain situations, it is the scorekeeper's responsibility to make sure the opposing team bats in the correct order

WHAT IS "HOME TEAM"?

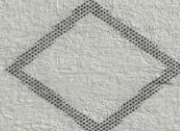


- The terms "home" and "away" refer to the order in which the teams bat
- The "away" team will always bat first.
- This is important for the end of the game
 - The home team will get the last chance to bat unless they are winning
 - SSBL uses the rule of 50 minutes or 6 innings to determine the length of the game
- If you ever have a question, the umpire can help you with any clarification
- For the summer league, the home and away teams are pre-determined
- In tournament situations, this can be decided by a coin flip between the captains


WHAT DOES A SCOREBOOK LOOK LIKE?

Team:		Home Away		Opponent:		SUBS												
Date:		Field:		Start:		End:												
No	Name	Pos	1	2	3	4	5	6	7	8	9	LV	MV	HV	PA	AB	H	MBA
1																		
2																		
3																		
4																		
5																		
6																		
7																		
8																		
9																		
10																		
11																		
12																		

SSBL Milwaukee Ratings Scorebook

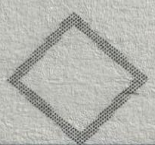
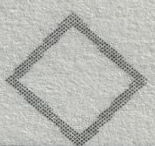
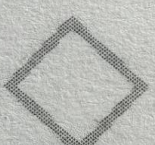
EACH HITTING SQUARE DEFINED

		HIT	BB	1B
LV			ERR	2B
MV			SAC	3B
HV			FC	HR
		HIT	BB	1B
LV			ERR	2B
MV			SAC	3B
HV			FC	HR
		HIT	BB	1B
LV			ERR	2B
MV			SAC	3B
HV			FC	HR



- LV- "Low Velocity" - a ball hit up to 150 feet or less in the air or a ground ball that would roll a distance of less than 150 feet, if not impeded.
- MV - "Medium Velocity" - A ball hit 150 to 250 feet in the air or a ground ball that would roll to a distance of 150 to 250 feet, if not impeded.
- HV - "High Velocity" - A ball hit greater than 250 feet in the air or a ground ball that would roll to a distance greater than 250 feet, if not impeded

EACH HITTING SQUARE DEFINED

		HIT	BB	1B
LV		ERR	2B	
MV		SAC	3B	
HV		FC	HR	
		HIT	BB	1B
LV		ERR	2B	
MV		SAC	3B	
HV		FC	HR	
		HIT	BB	1B
LV		ERR	2B	
MV		SAC	3B	
HV		FC	HR	
	/			Total

- BB: "Base on Balls" - A batter reaches Four (4) balls without hitting the ball or without reaching Three (3) strikes
- Hit: "Hit" - The batter makes contact with the ball and the ball lands safely in the field of play allowing the batter to reach first base safely.
- ERR: "Error" - The batter reaches first base safely as a result of the fielder making an error on throwing or fielding

EACH HITTING SQUARE DEFINED

		HIT	BB	1B
LV			ERR	2B
MV			SAC	3B
HV			FC	HR
		HIT	BB	1B
LV			ERR	2B
MV			SAC	3B
HV			FC	HR
		HIT	BB	1B
LV			ERR	2B
MV			SAC	3B
HV			FC	HR
		/		
		Total		

- 1B : "Single" - The batter safely reaches first base and stops.
- 2B: "Double" - The batter safely reaches second base and stops.
- 3B: "Triple" - The batter safely reaches third base and stops.
- HR: "Home Run" - The batter either hits the ball over the fence, resulting in a 4-base award, or the batters circles the bases safely in one hit

*All of these involve NO Errors from the defense

EACH HITTING SQUARE DEFINED

	HIT	BB	1B
LV	◇	ERR	2B
MV		SAC	3B
HV		FC	HR

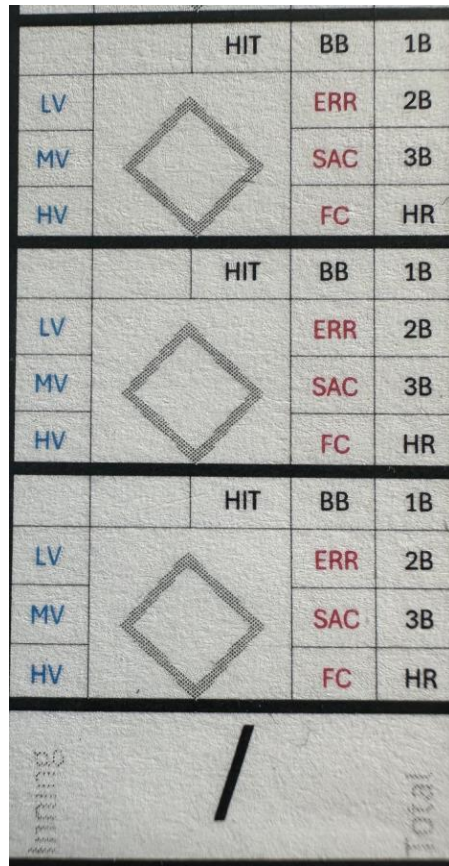
	HIT	BB	1B
LV	◇	ERR	2B
MV		SAC	3B
HV		FC	HR

	HIT	BB	1B
LV	◇	ERR	2B
MV		SAC	3B
HV		FC	HR

100
Total

- SAC: "Sacrifice Fly" - The fielder catches the ball and allows other runners to advance one or more bases.
- FC: "Fielder's Choice" - The fielder makes an out to a runner that is not the current batter, allowing the batter to reach first base safely

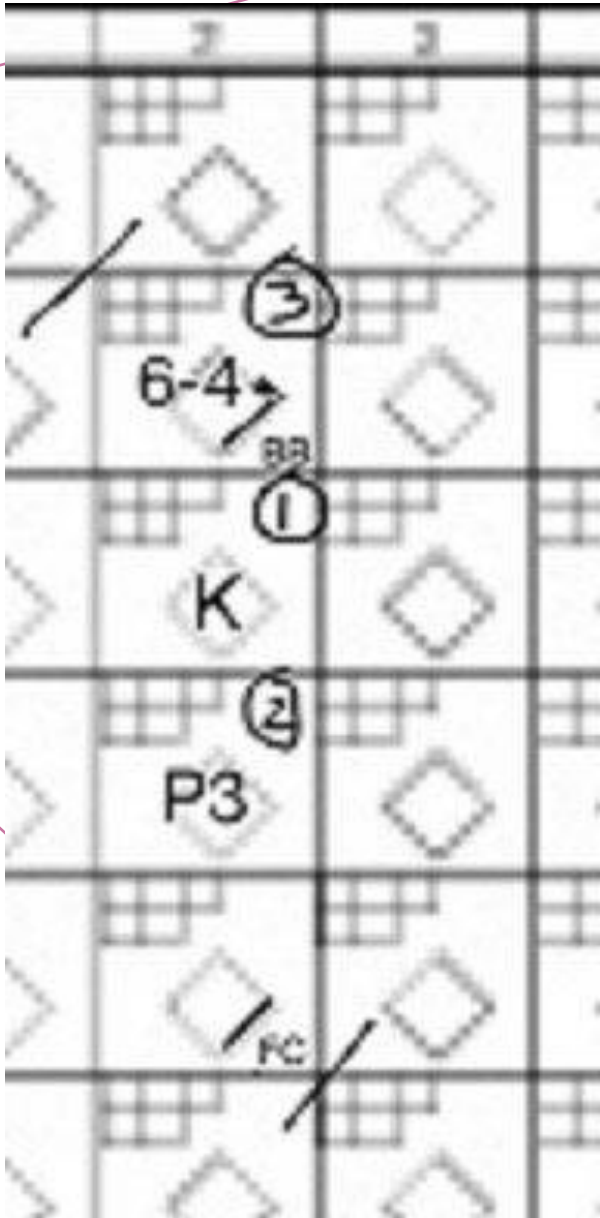
EACH HITTING SQUARE DEFINED



		HIT	BB	1B
LV	◇		ERR	2B
MV			SAC	3B
HV			FC	HR
		HIT	BB	1B
LV	◇		ERR	2B
MV			SAC	3B
HV			FC	HR
		HIT	BB	1B
LV	◇		ERR	2B
MV			SAC	3B
HV			FC	HR

Below the scorecards is a large slash symbol (/) and some faint, illegible text.

- AB: "At-Bats": The total number of times a batter came to the plate that did not result in a Base on Balls or a Fielder's Choice
- MBA: "Modified Batting Average" - The percentage resulting from the sum of a player's: 1) hits and 2) bases safely reached on error divided by the player's at-bats.



HOW TO SCORE FOR DEFENSE

- Record the number of outs with a circle around the number
- When "scoring", or writing down the result of the play, use the following key:
 - G = Ground Ball
 - L = Line Drive
 - F = Fly Ball
 - FO = Foul Out
 - K = Strikeout
 - This one can be written two ways. Forward means a swinging strike three. Backward means no swing.
- When 3 outs have been reached, draw a diagonal line in the bottom-right corner of the last batter

HOW TO SCORE FOR DEFENSE

- If only one player touches the ball, then you only need to write one number
 - For Example: A Fly Ball to the Left Fielder would be written as F7
- When scoring for defense, **ALWAYS** write the numbers in the order in which the ball was touched
 - For Example, A groundball to the pitcher would be "scored" G1-3. This means the pitcher received the Groundball and threw the ball to first base

	Pos	5	1	2	3	4
8						
4						
1						
6						
2						
3						
5						

HOW TO SCORE FOR OFFENSE

- When scoring a hit, draw a line on the outline of the diamond for every base reached by the runner.
- If the runner crosses home plate, color in the completed diamond to indicate a run has scored
- At the end of each inning, the umpire will look to the scorekeeper to verify the number of runs scored in the inning
- At the bottom of the column, total the number of runs in that inning, and add them to the previous innings for the grand total